


 The logo for Ultra Games, featuring the word "ULTRA" in a stylized, italicized font with horizontal lines through it, and "GAMES" in a smaller font below it.


 The logo for Nemesis, featuring the word "NEMESIS" in a bold, stylized font with a horizontal line through it, and a small "TM" trademark symbol to the right.

INSTRUCTION BOOKLET

Nintendo

GAME BOY™

Printed in Japan

Nemesis™ is a trademark of Crystalline Creations, Inc.
 Ultra® and ULTRAGAMES® are registered trademarks of Ultra Software Corporation.
 © 1990 Ultra Software Corporation. All Rights Reserved.
 Ultra Software Corporation, 900 Deerfield Parkway
 Buffalo Grove, IL 60089-4510 708-215-5111


 The logo for EmuMovies, featuring the word "EmuMovies" in a stylized font with a blue and orange color scheme.


ULTRA INC. LIMITED WARRANTY

Ultra warrants to the original purchaser of this Ultra software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Ultra software program is sold "as is" without express or implied warranty of any kind, and Ultra is not liable for any losses or damages of any kind resulting from use of this program. Ultra agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Ultra software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Ultra software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ULTRA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ULTRA BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ULTRA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LICENSED BY



NINTENDO, GAME BOY
AND THE OFFICIAL SEALS
ARE TRADEMARKS OF
NINTENDO OF AMERICA INC.
© 1990 NINTENDO OF AMERICA INC.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

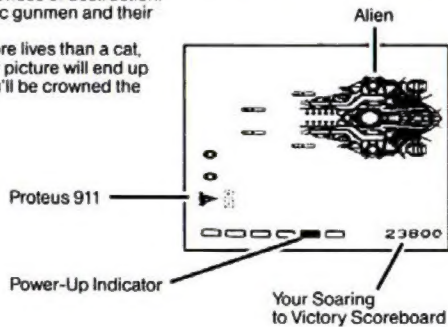
GET IN YOUR BAD STARFIGHTER AND WAIL!

Your worst nightmare's come true. The evil King Nemesis is back, and he has a taste for blood. YOUR blood! As chief of the Interplanetary Police, you thought you put this high dean of destruction away for good. But he's out on bad behavior and wants your hide.

Locked safely in his hideous hideaway, he's dispatched a band of ruthless rascallions to do his bidding for him. But before you go crying home to mommy, you still have one more chance to teach this terrible tyrant that crime doesn't pay.

That chance: the Proteus 911, the most technologically sophisticated flying machine of death ever invented. Strap on your seat belt and power-up with speed burners, lasers, missiles, force fields and duel devices of destruction. Then start blasting these galactic gunmen and their cosmic crime lord.

And if by chance you have more lives than a cat, there's a very good chance your picture will end up on a box of alien cereal, and you'll be crowned the new mayor of Moronica.



Proteus 911

Power-Up Indicator

Your Soaring
to Victory Scoreboard

PROTEUS 911 CONTROL PANEL (AKA: GAME BOY)

Control Pad

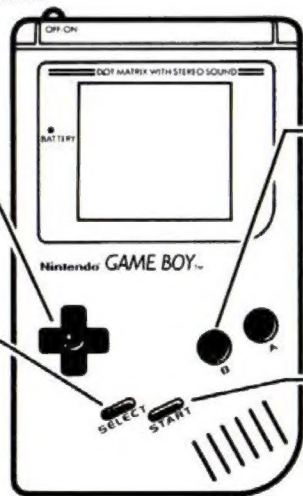
Press to power the Proteus 911 up, down, forward and reverse.

Select

Not used during mission.

PRE-FLIGHT INSTRUCTIONS

To begin, insert the cartridge into the GAME BOY and turn on the power switch. NINTENDO® will appear, followed by ULTRAGAMES®. Press the Start Button to get the title screen. Press the Start Button again to flash to the configuration screen.



B Button

Press to power-up.

*Remember: When setting up your attack on the configuration screen, you can switch the A and B functions.

A Button

Press to fire weapons.

Start

Press to launch your attack.

THE CONFIGURATION SCREEN: HOW TO PREPARE FOR WAR

Now it's time to put your guts and experience to the test. The game has five **STAGES** ranging from Carnage Canyon to the Sacrificial Sarcophagus of Saturn. You have the option of starting the game in any of the five stages.

Press the Control Pad Right to select your stage, then press it Down to **LEVEL** to set the difficulty of the game. If it's your first mission against King Nemesis, stick to Level One. However, if you're already a battle-scarred flying ace, why not find out what you're really made of on Level Two?

CONFIGURATION					
STAGE	1	2	3	4	5
LEVEL	1	2			
REST			00		
AUTO SHOT			ON		
POWER UP			ON		

Now press the Control Pad Down to **REST**, then press Left or Right to choose the number of starfighters per game. Choose 00, and you'd better be good because you only have one shot at Nemesis. Choose 99 and you'll have 100 chances to save your scrawny behind.

Press your Control Pad Down to **AUTOSHOT**. ON mode gives you continuous firepower, so you'll have constant fire-power as long as you keep your Shot Button pressed Down. OFF mode gives you a single shot each time you press the Shot Button.

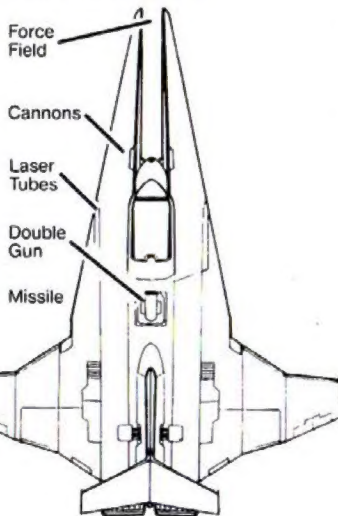
Next, press your Control Pad Down to **SHOT/POWER-UP**. This allows you to assign your **SHOT BUTTON** and **POWER-UP BUTTON** to either the A or B Button.

Your Shot Button is used to fire your weapons. When you have captured a power-up capsule, you can use this button to fire your missiles, double gun and laser.

Your power-up button is used when you want to upgrade your power. Press this button when the power-up sign that you want lights up at the bottom of the screen.

After setting the above mode, press the Start Button to begin the game.

THE PROTEUS 911



ENEMY ANNIHILATION CAPSULE

When you capture this capsule, all the enemies on the screen will automatically be destroyed.



BONUS STAGE

Bonus Stages are hidden in different parts of this alien game. You'll find them as you fly through space.



BONUS CAPSULES

Bonus capsules are found only in the bonus stage. If you capture all the bonus capsules in succession, without

missing one, you'll send your score right out of this galaxy!

1-UP CAPSULE

Found in the bonus stage, this bonus capsule lets you increase your number of ships by one.



PILOTING YOUR PROTEUS 911 TO VICTORY

Use the Control Pad to guide your starfighter. As you destroy the enemies you encounter along the way, power-up capsules will appear. When you touch one of these capsules with the Proteus 911, the power-up sign at the bottom of the screen will light up, and you can receive a power-up by pressing your power-up button (with each captured capsule, the sign will change from Speed Burner to Missiles, to Double Gun, to Laser, to Option, to Force Field).

KEY TO POWER-UP CAPSULES



Speed Burner (S)

You can increase your speed up to a maximum of Warp 3.

Missiles (M)

You can equip yourself with up to two All-Terrain Attack Missiles.



Double Gun (D)

This directional beam lets you fire at scum above and below you at the same time.



Laser (L)

Laser lets you blast your way right through things. (That'll show the King!)

*NOTE: You cannot use the Double Gun and Laser at the same time.



Option (O)

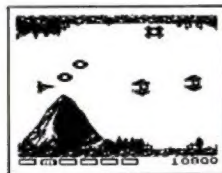
This equips you with an extra Destruction Device that has power equal to the Proteus 911. (Only two Destruction Devices per ship, please!)



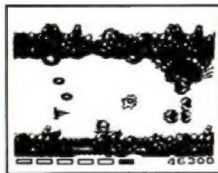
Force Field (F)

This barrier will protect you from enemy firepower, but is destroyed if hit three times.

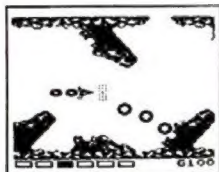
FIVE SLAM-BANG STAGES TO START FROM



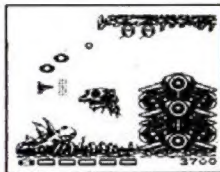
Carnage Canyon



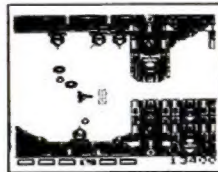
Pyramids of Pyromania



Lair of the Planetary
Pirates

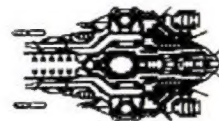


Den of Doom
and Gloom

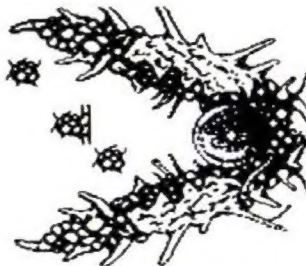


Sacrificial
Sarcophagus of Saturn

THE ALIEN CRIME MASTERS



Intergalactic Super Force
(Stage 1)



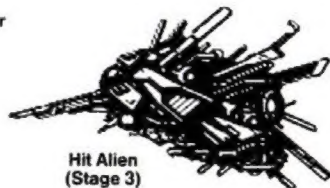
Venus Destructo
(Stage 2)



King Nemesis's
Ultimate Hideout
(Stage 5)



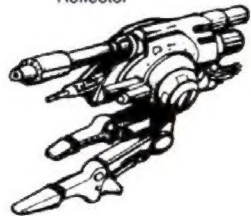
Assassination Tower
(Stage 4)



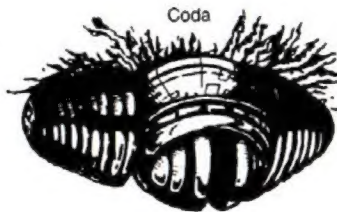
Hit Alien
(Stage 3)

A GUIDE TO THE ALIENS

Reflector



Coda



Re-Bone



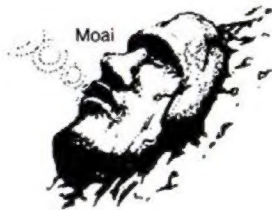
Asteroid



The Big Alien



Moai



Amoeba



Meteo



Kull



The Alien



Ducker 2



Winger



Blitz



Starship

